

Designing a Sports Bag

DRIVING QUESTION: How much fabric do we need to design a cylindrical duffel bag with a diameter of 12 inches and a length of 36 inches?

TEKS:

- Draw, create and describe geometric shapes and define the relationships between them.
- Solve real-life and math problems involving angle measure, area, surface area, and volume.

OBJECTIVES:

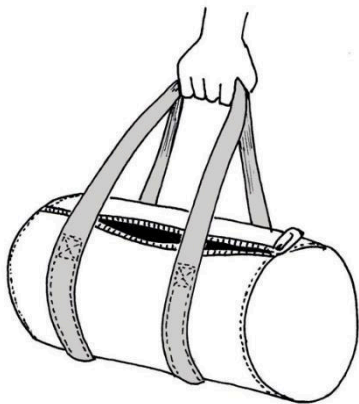
The goal of this lesson unit is to make it easier for you to gauge how effectively your students can:

- Recognize and use typical 2D representations of 3D things.
- Find the right formula for calculating a circle's circumference, then use it.
- Choose appropriate mathematical strategies to solve an unstructured problem.
- Analyze a problem situation by identifying limitations and variables, as well as stating assumptions.
- Be able to clearly communicate their reasons.

MATERIALS:

- Mini whiteboard, pencil, an eraser.
- A large sheet of paper, two sheets of light, letter-sized cardboard, scissors, a sticky stick, highlighters.
- Plain paper, poster papers, marker
- Calculator, square paper

Designing a 3D Product in 2D: A Sports Bag

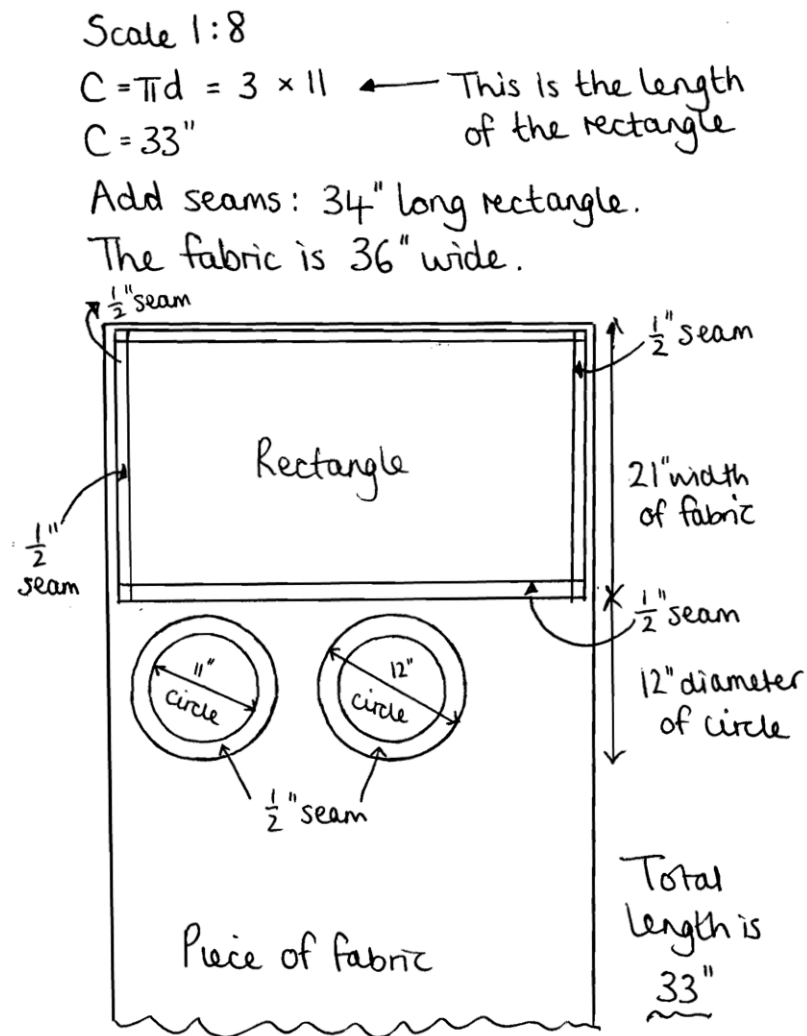


- The length of the bag will be 20 inches.
- The bag will have circular ends of diameter 11 inches.
- The main body of the bag will be made from three pieces of fabric: a piece for the curved body, and the two circular end pieces.
- Each piece will need an extra $\frac{1}{2}$ inch all the way around it so that the pieces can be stitched together. This is the seam allowance.

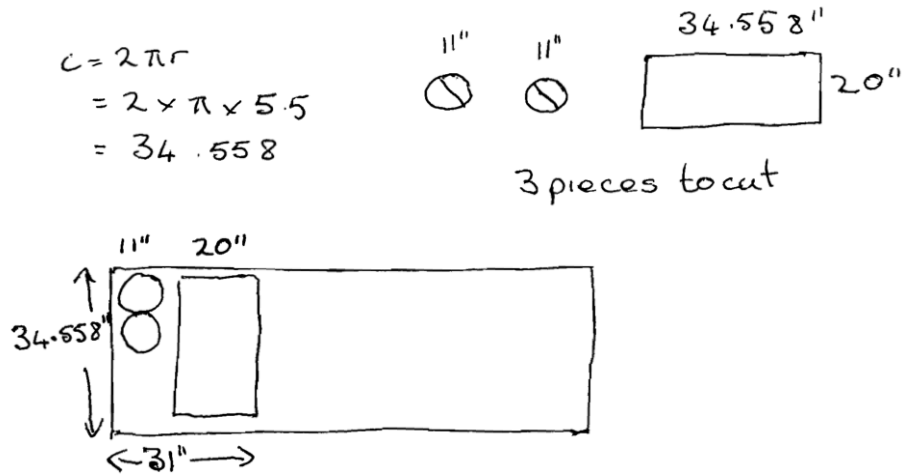
Analysing Sample Responses to Discuss

- (1) What method has the student used?
- (2) What mistakes have been made?
- (3) Has the student made assumptions and if so, what are they?
- (4) How could the student improve their work?
- (5) How has looking at the student work helped you with your own solution to the problem?

Sample Responses to Discuss: Aisha



Sample Responses to Discuss: Ben



Sample Responses to Discuss: Carlotta

